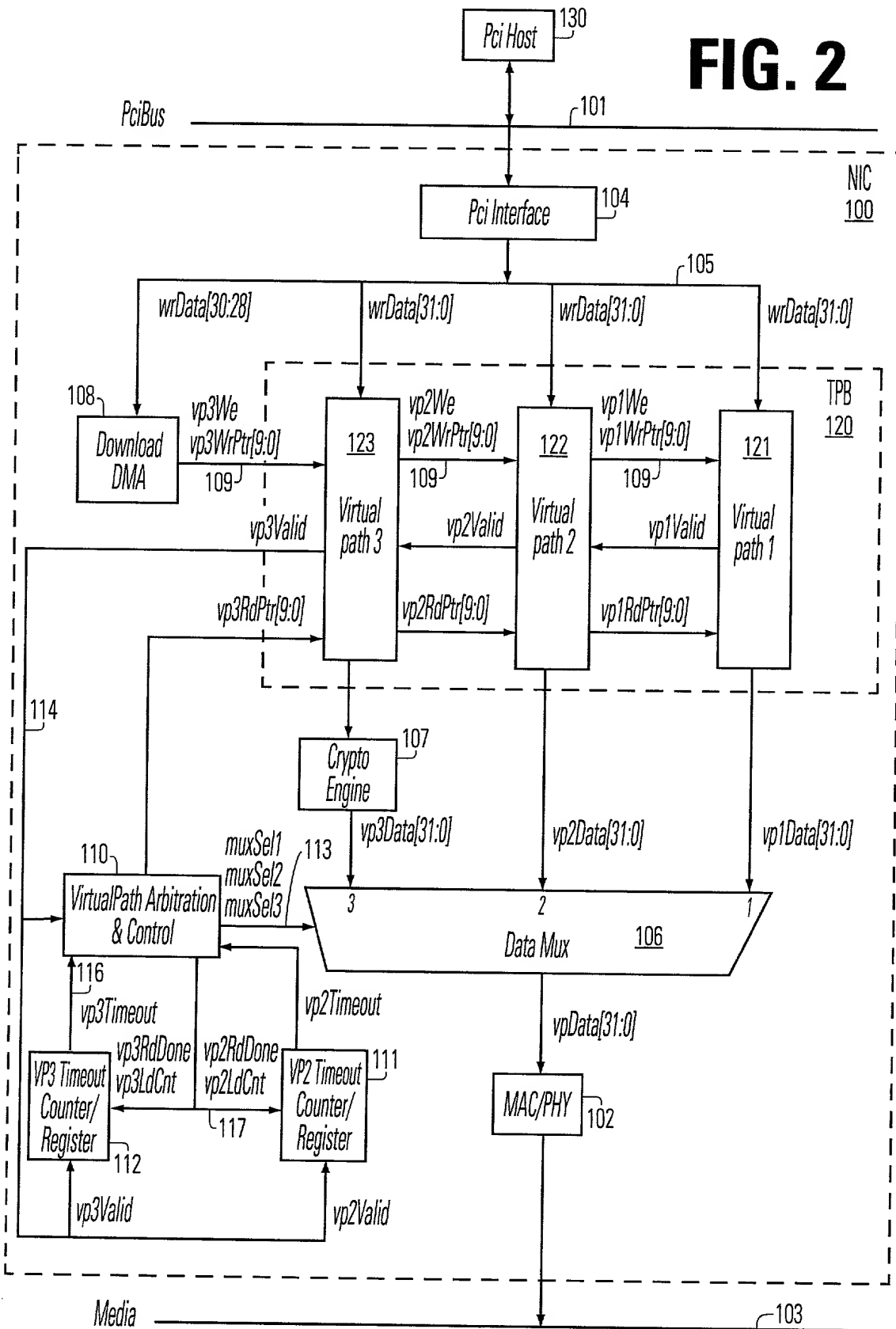
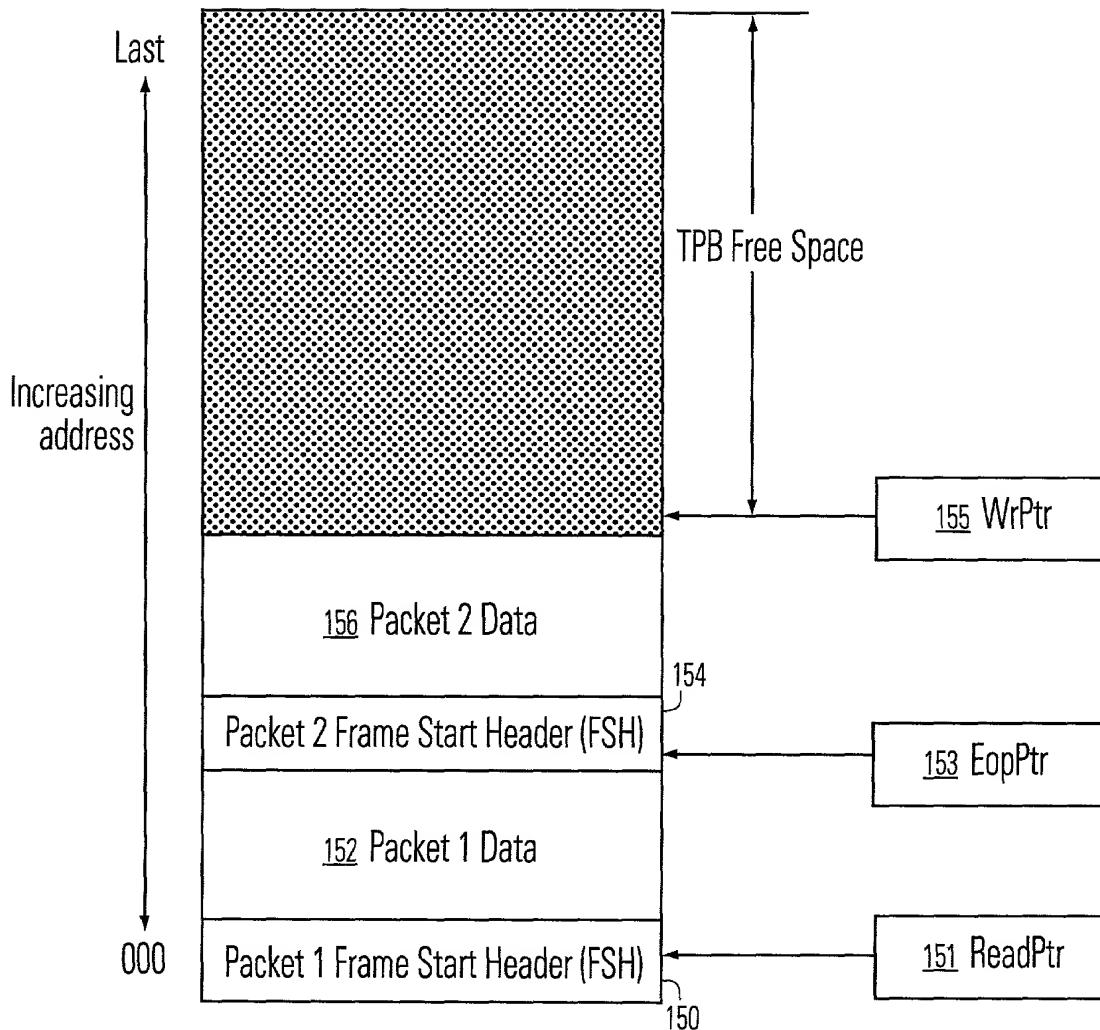


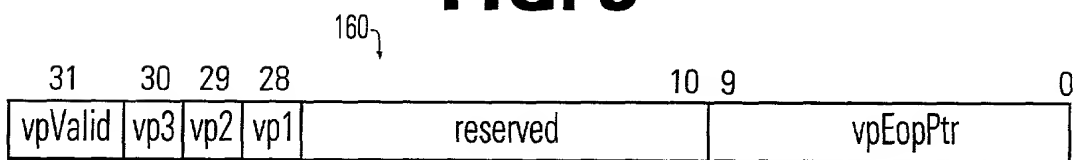
FIG. 1

FIG. 2





**FIG. 3**



bit 31: vpValid - set to one to indicate a valid packet has been downloaded into the virtual path.  
 bit 30: vp3 - set to one to indicate that virtual path 3 should be used to store downloaded packet.  
 bit 29: vp2 - set to one to indicate that virtual path 2 should be used to store downloaded packet.  
 bit 28: vp1 - set to one to indicate that virtual path 1 should be used to store downloaded packet.  
 bit 9-0: EopPtr - indicate where the packet ends.

**FIG. 4**

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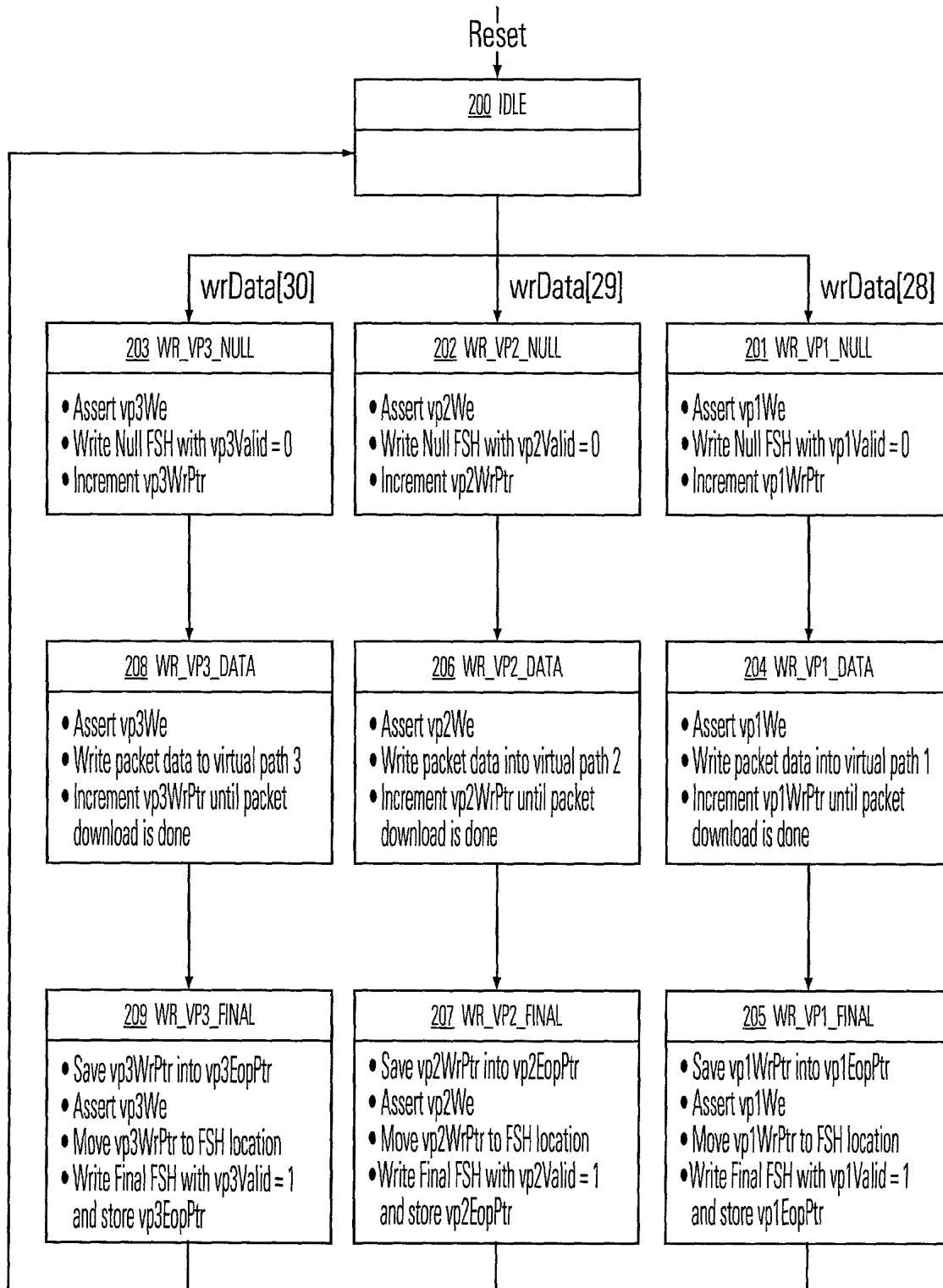
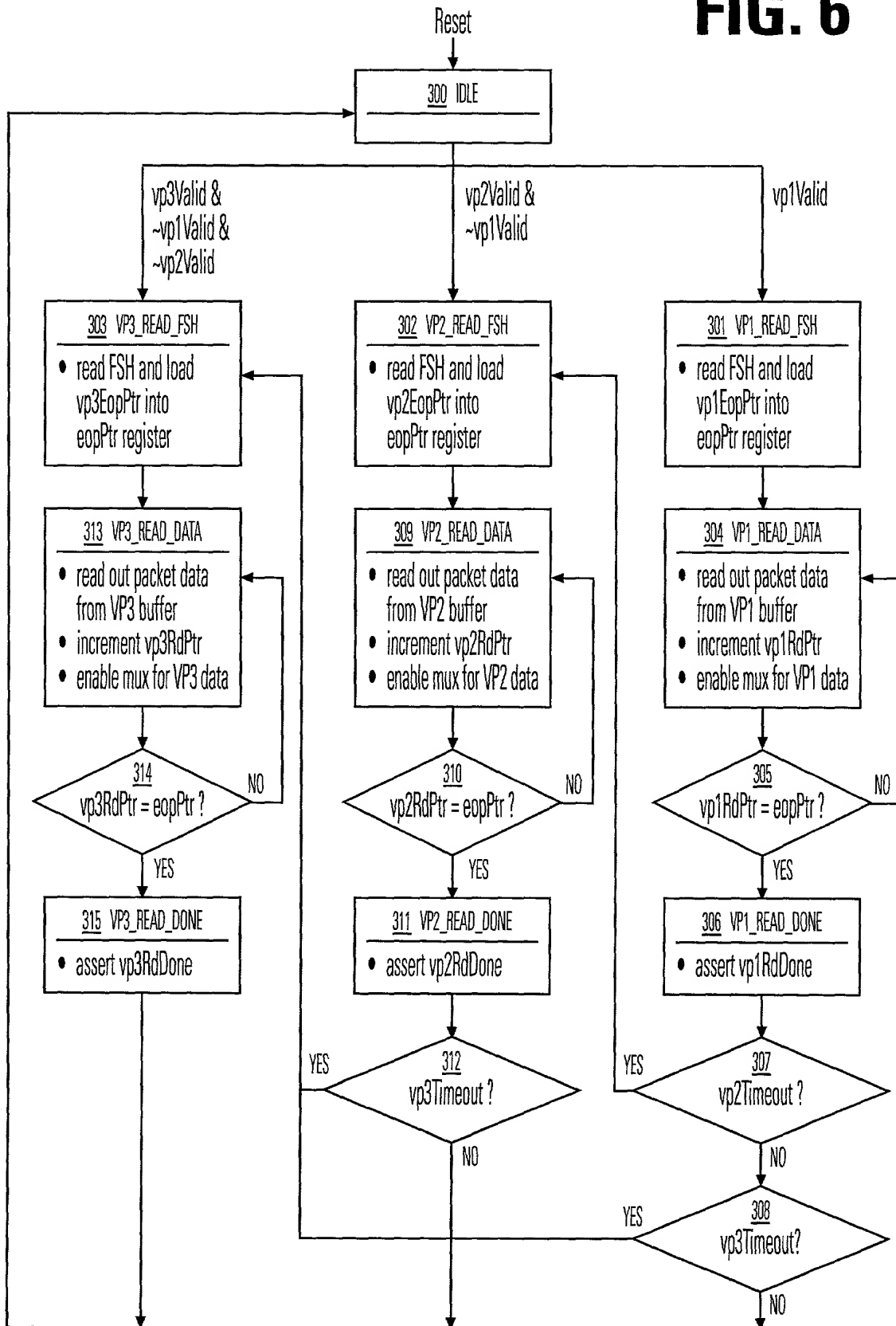


FIG. 5



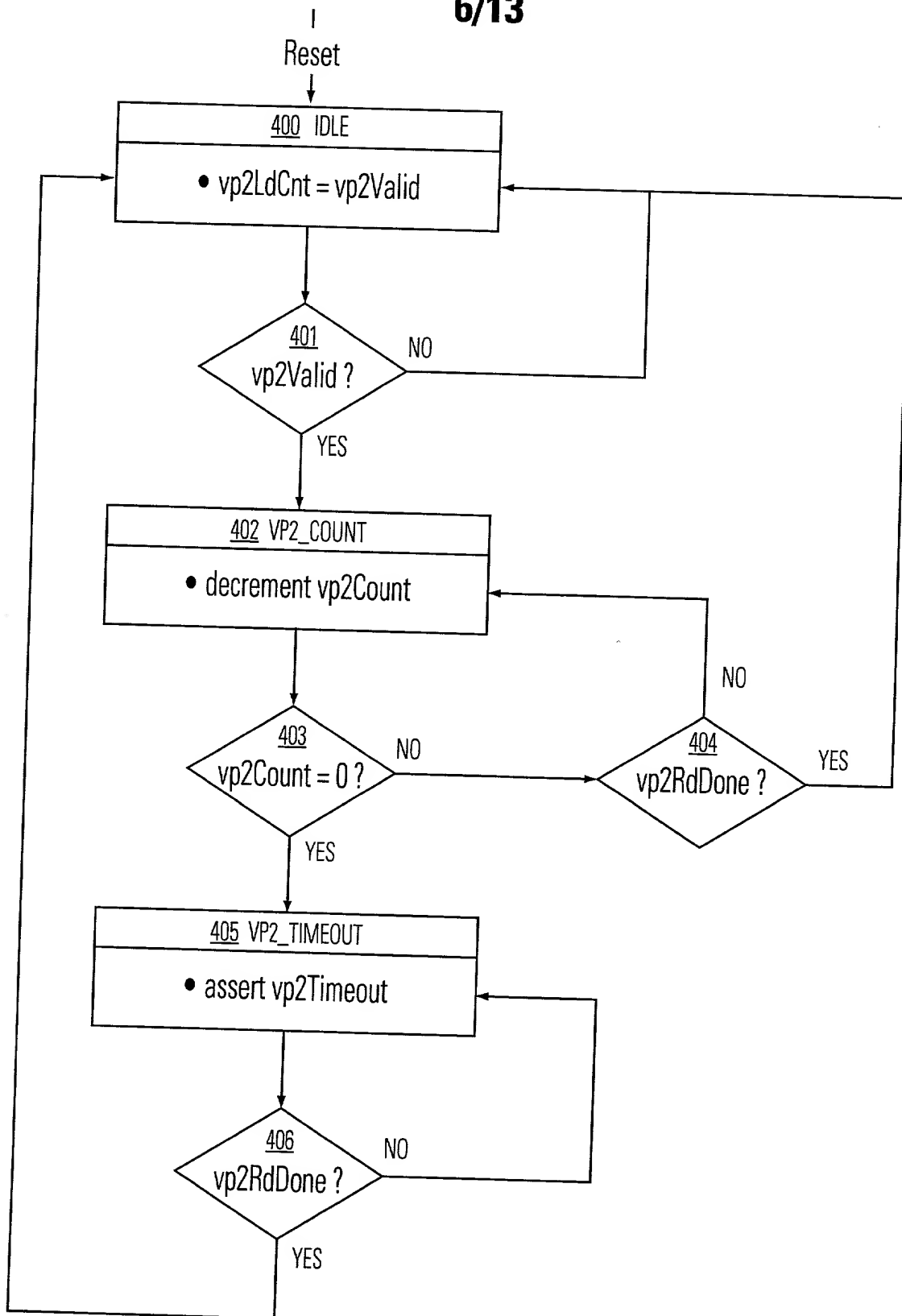


FIG. 7

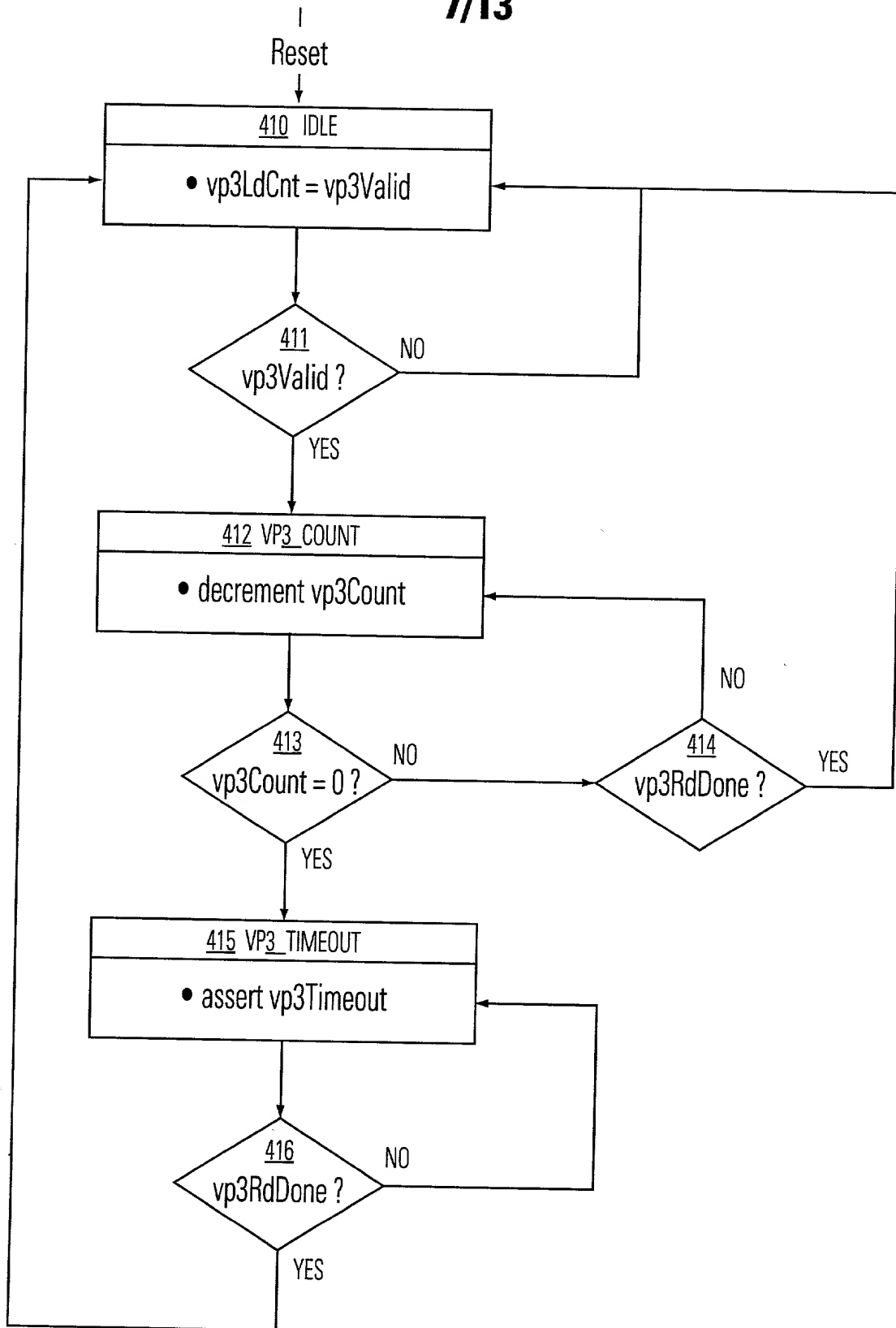
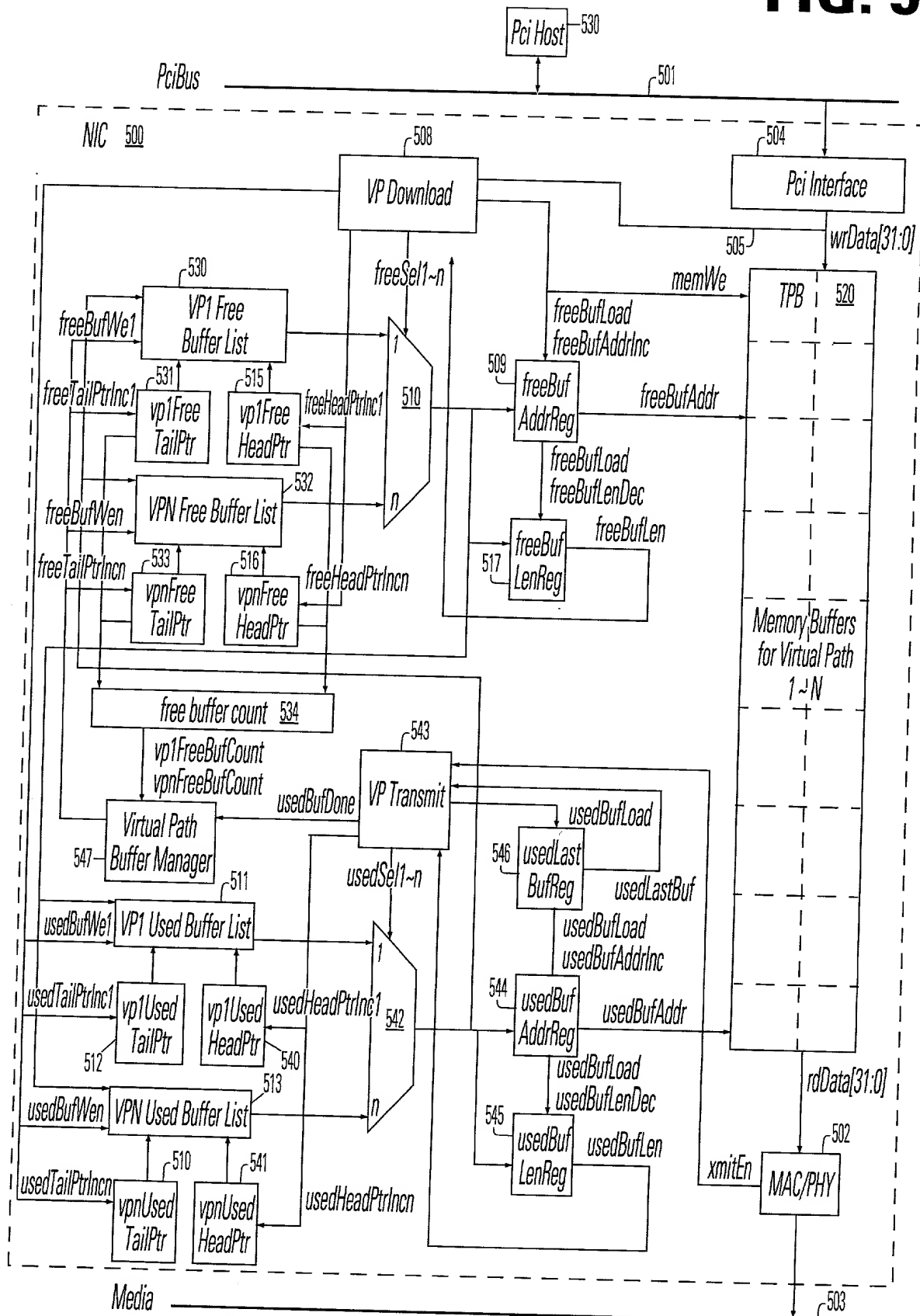


FIG. 8





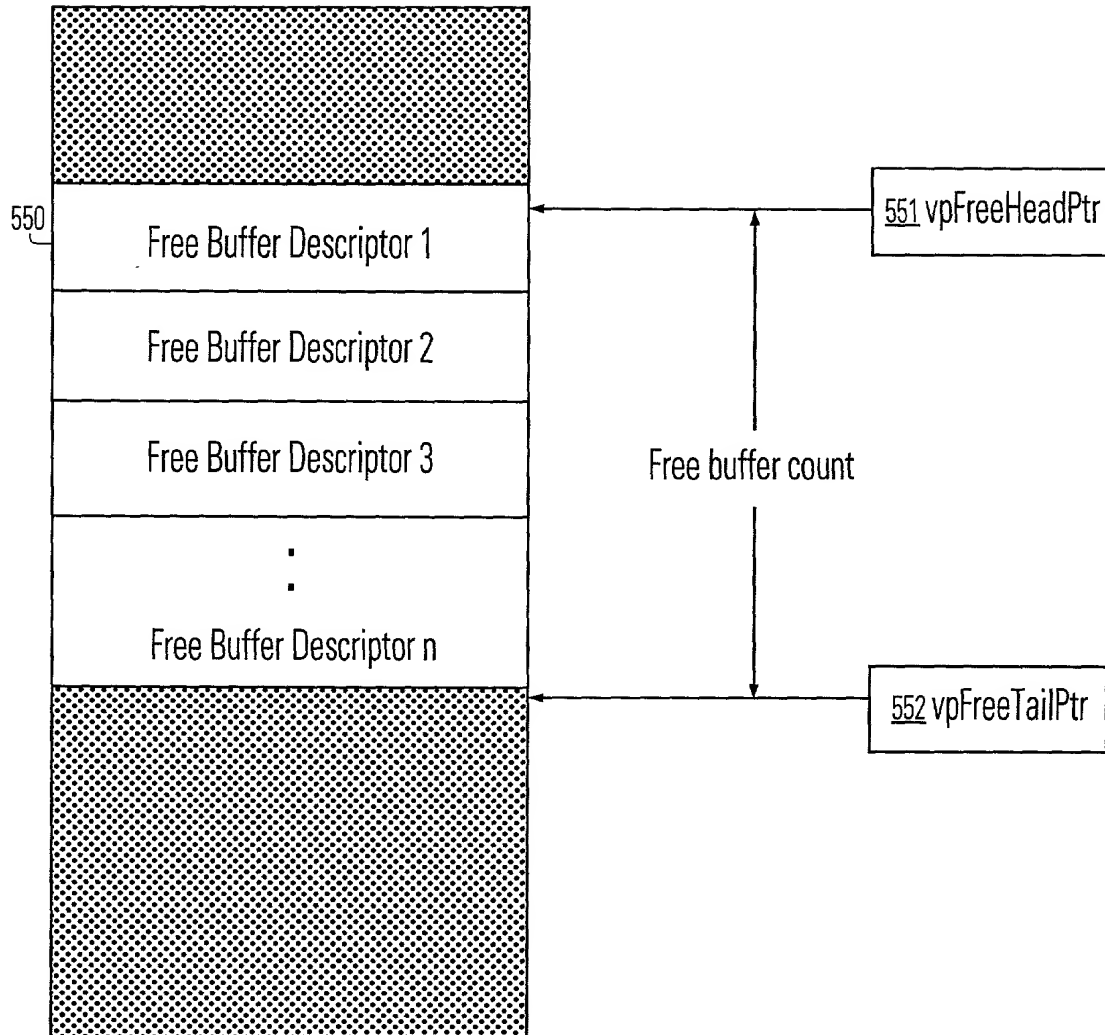
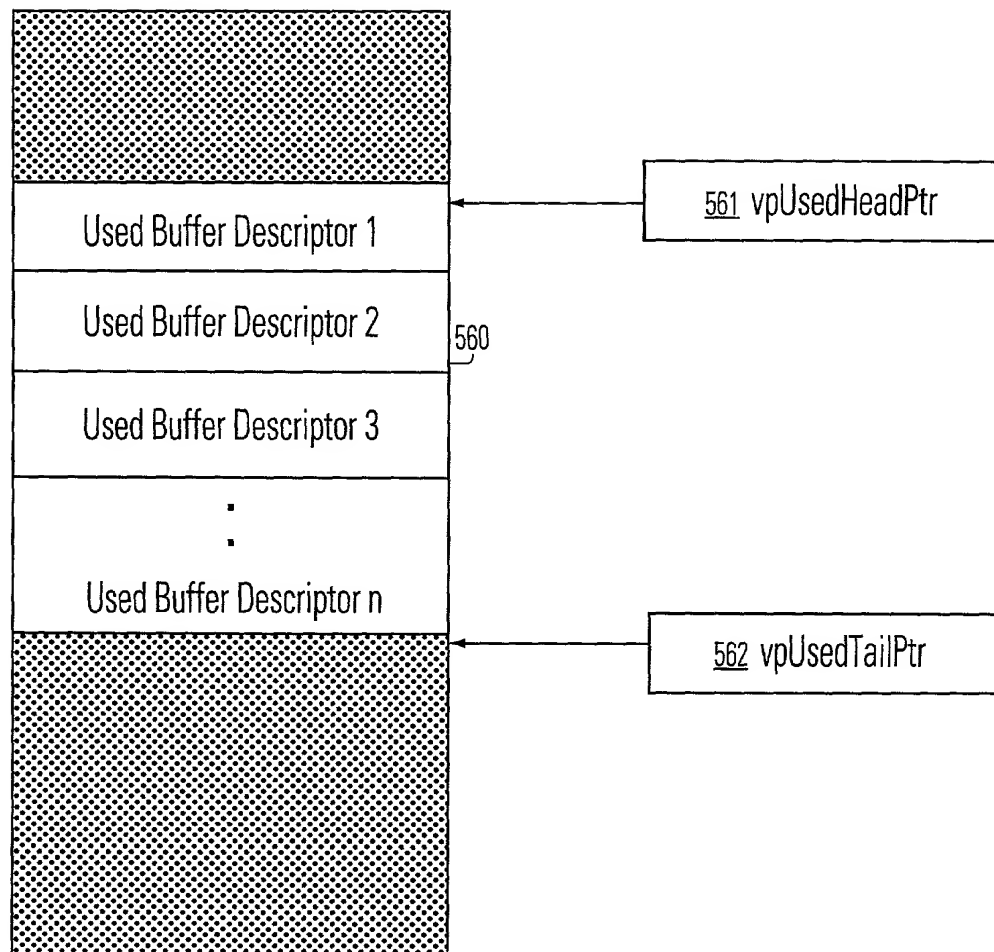
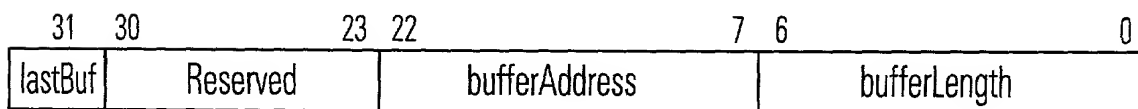


FIG. 10

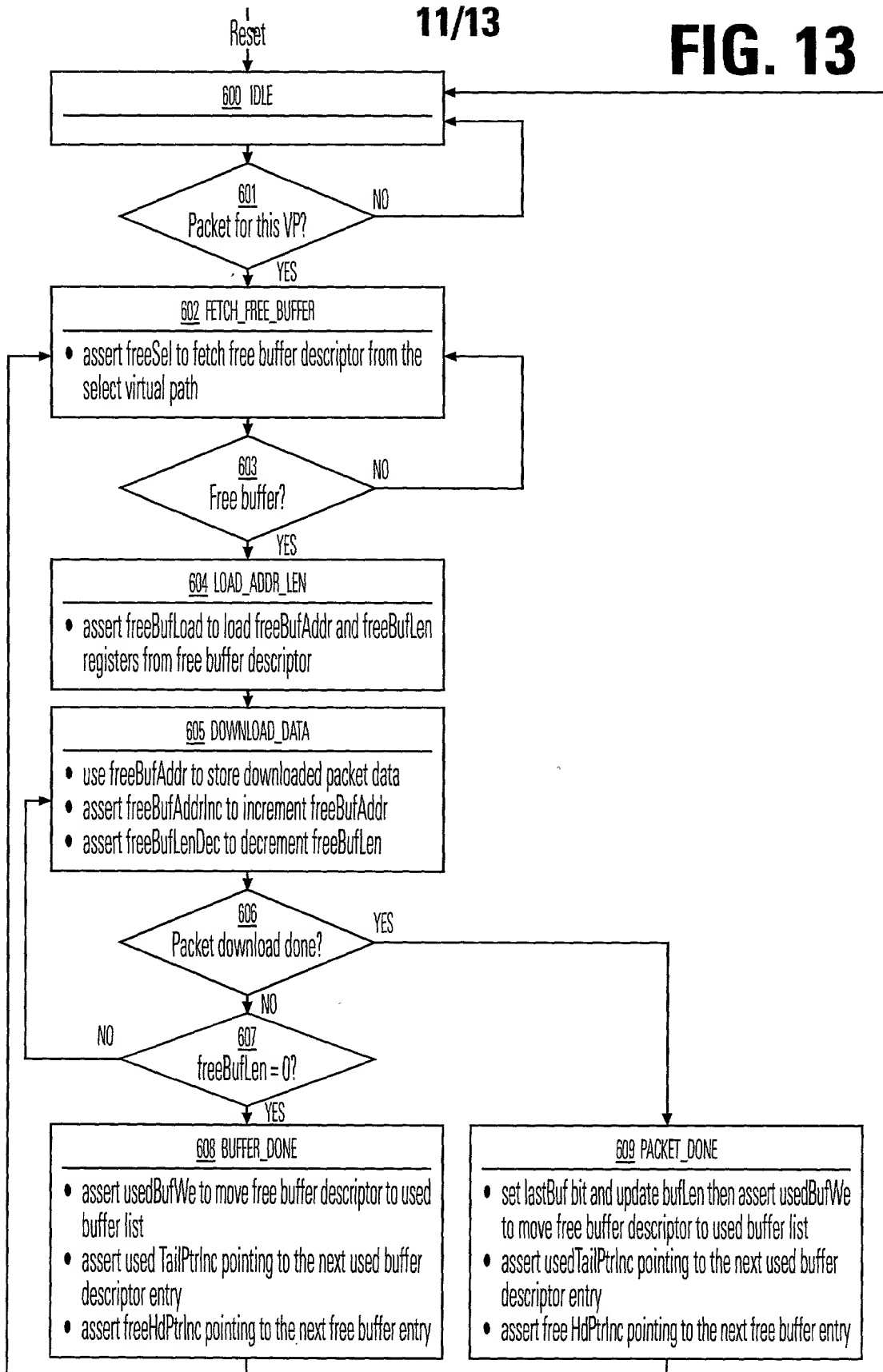


**FIG. 11**



bit 31: lastBuf - set to indicate the last buffer within a packet.  
 bit 22 - 7: bufferAddress - indicate the starting location of each buffer.  
 bit 6 - 0: bufferLength - indicate the length of each buffer if it is not the last buffer.  
 Otherwise, indicate where the packet ends.

**FIG. 12**



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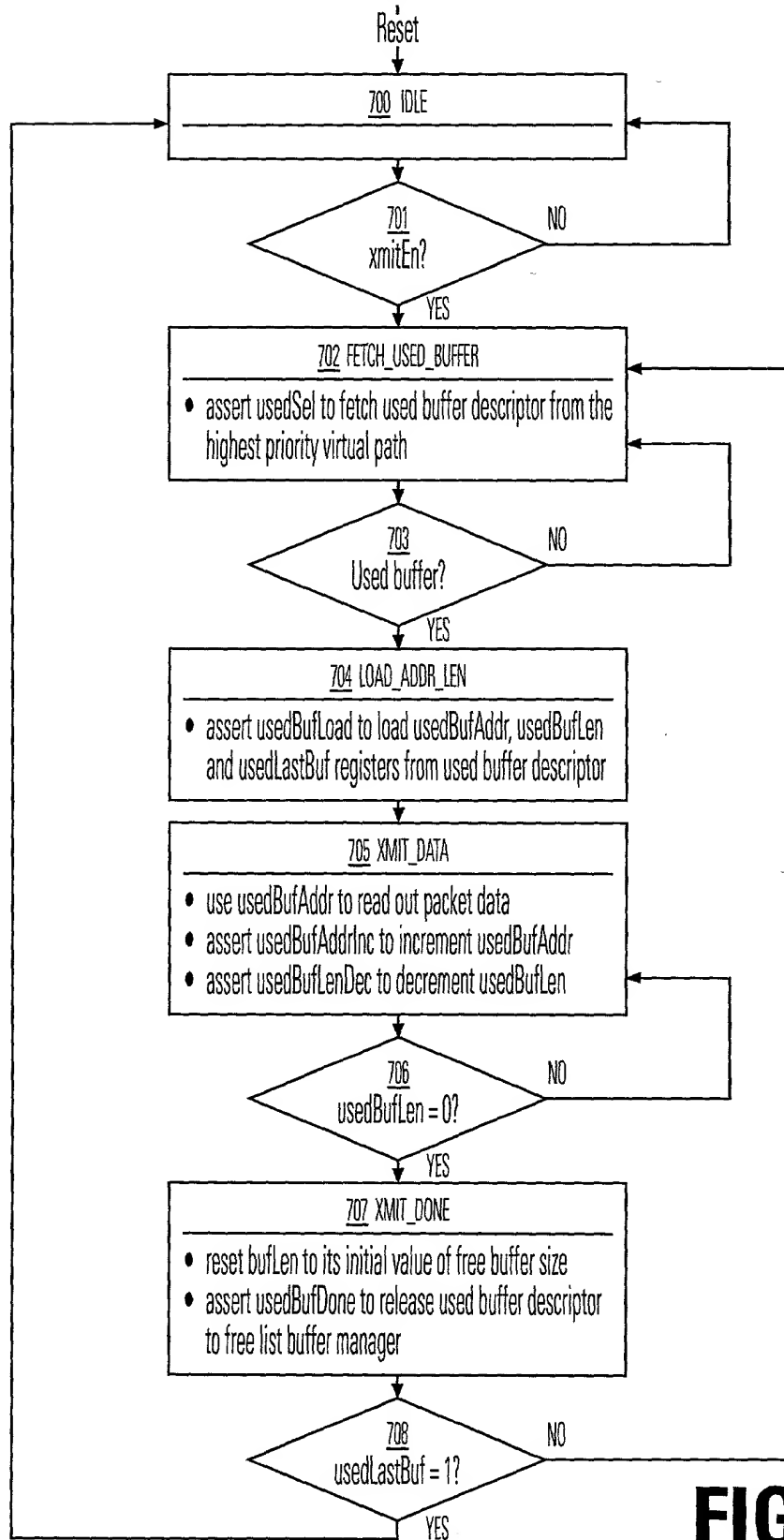


FIG. 14

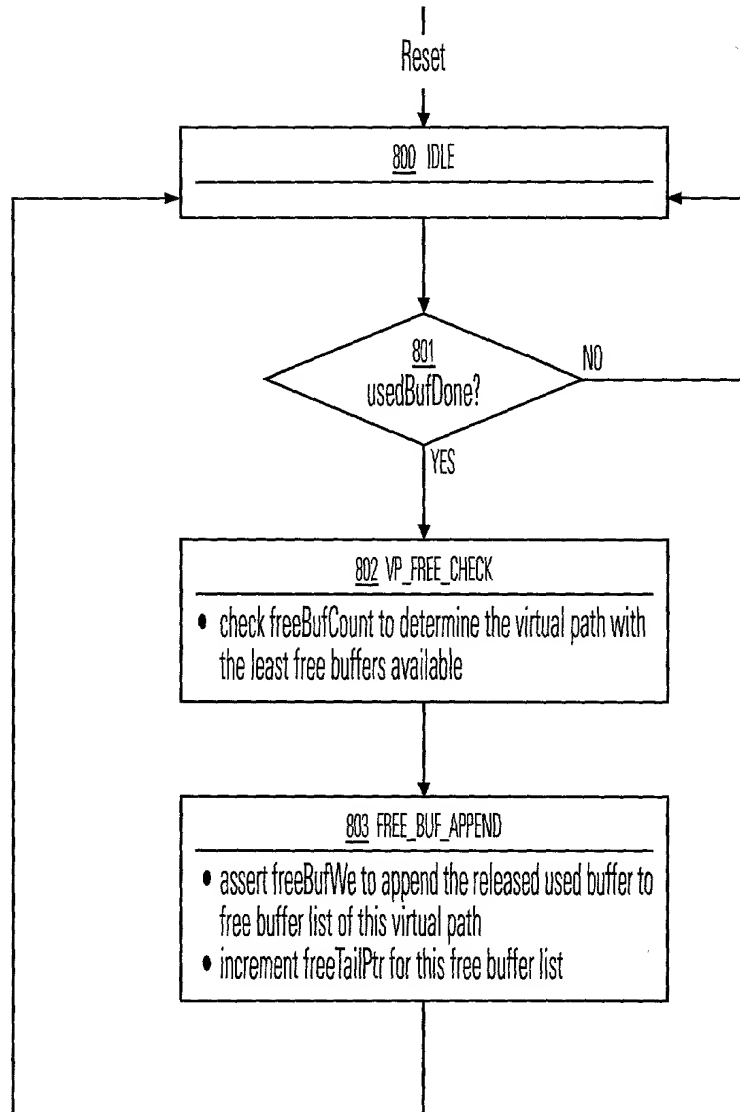


FIG. 15